Micro Machines™

EVERYONE

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PlayStation 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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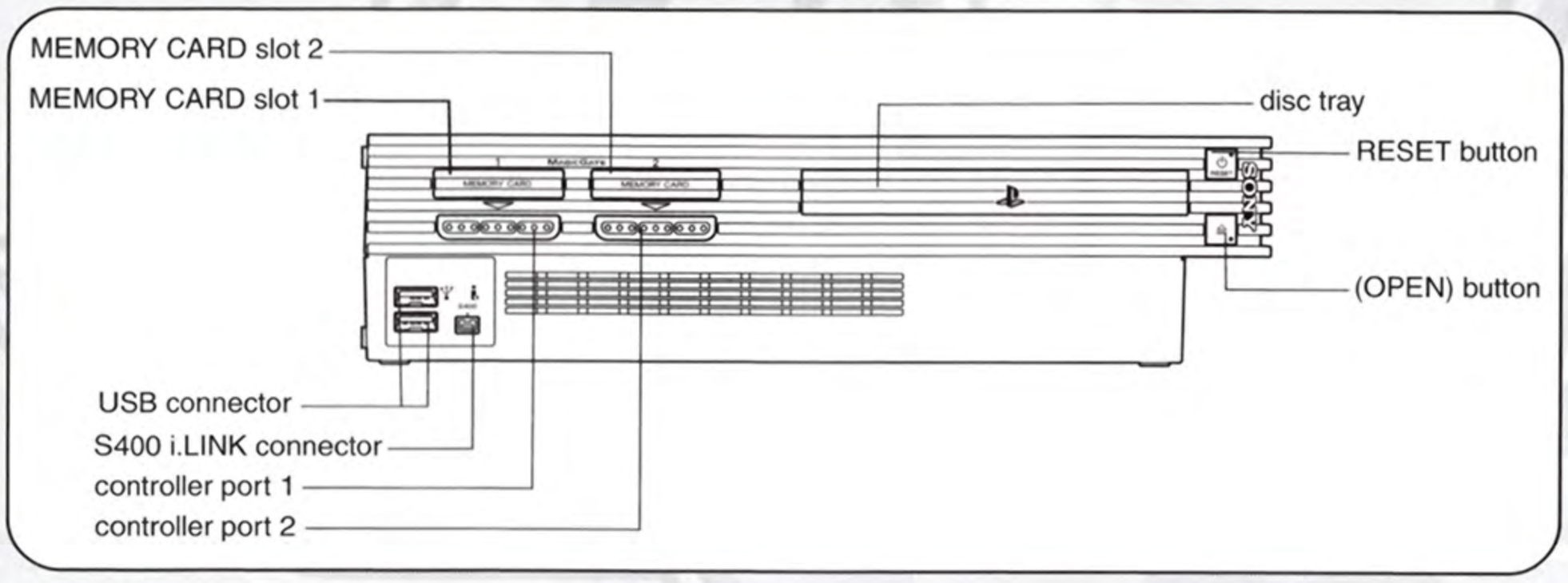
GETTING STARTED



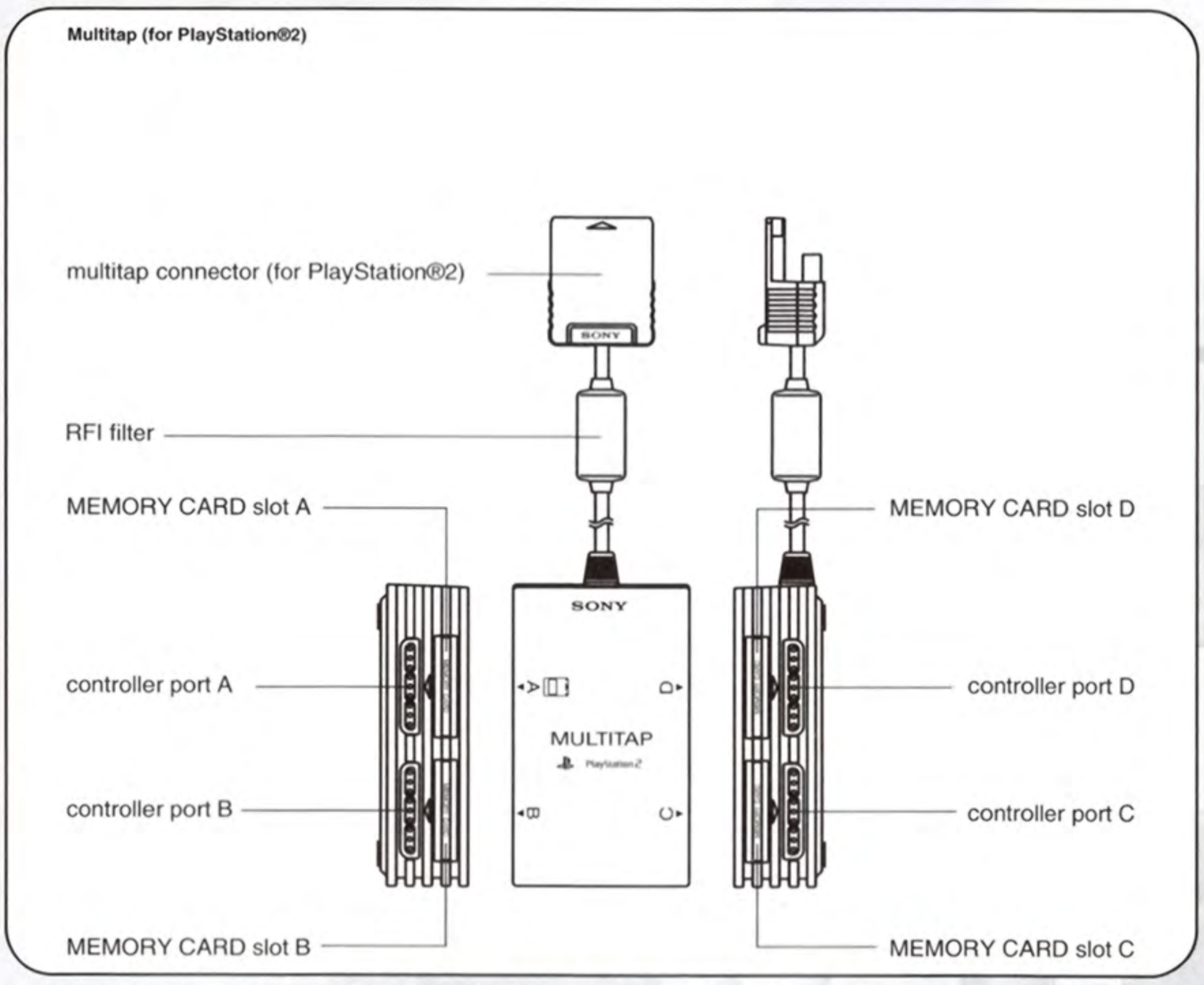
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the MICRO MACHINES™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to save a game. The MICRO MACHINES™ game requires at least 70 KB of free space on your memory card to save your game progress.

***Note:** Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.*

***Note:** The MICRO MACHINES™ game supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.*

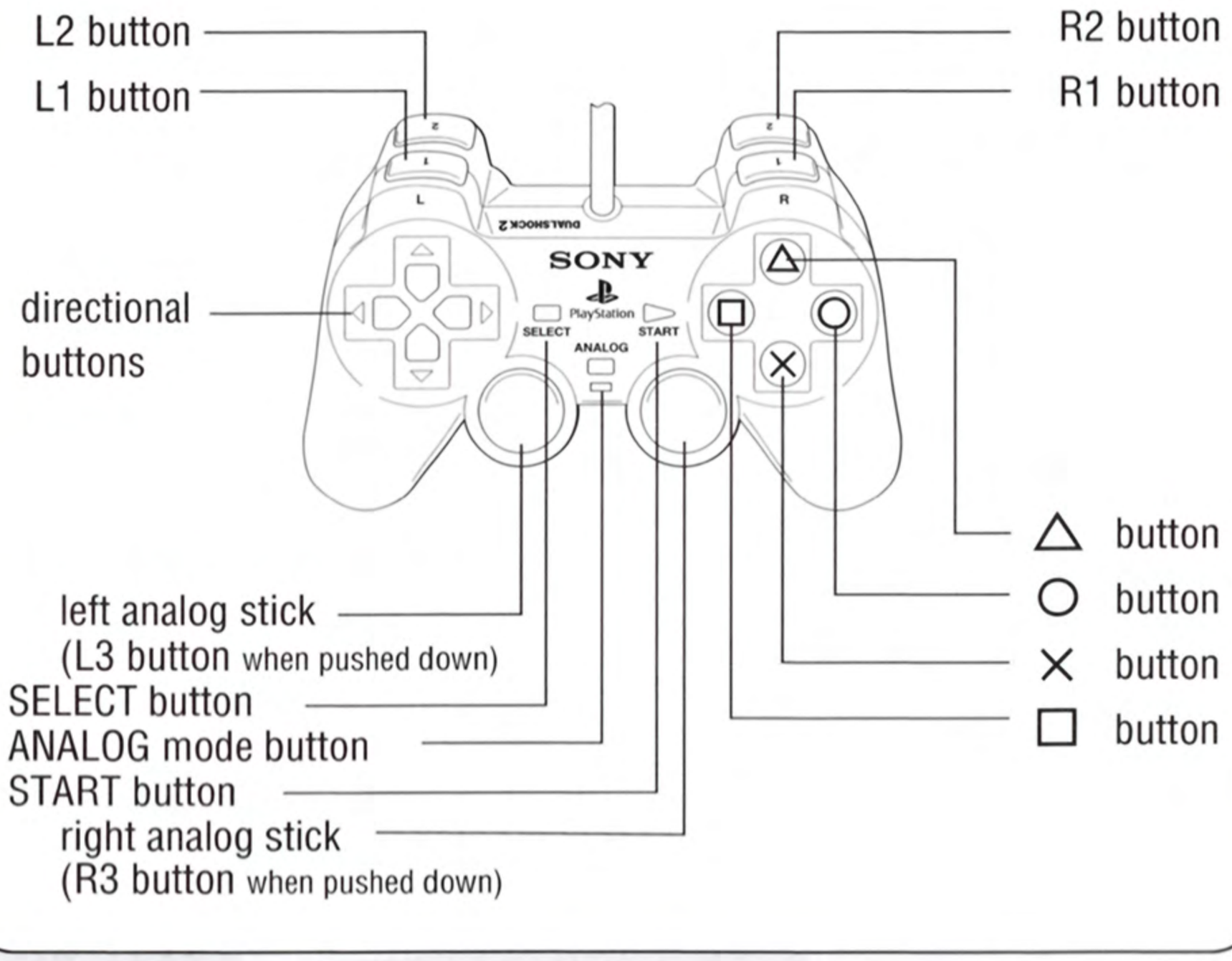
MULTITAP



If three or more people are competing in a MICRO MACHINES game, you must have a multitap (for PlayStation®2) connected to the PlayStation®2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation®2 game console.

GAME CONTROLS

DUALSHOCK®2 analog controller



Menu Controls

left analog stick – *Navigate menu*

directional buttons – *Navigate menu*

× button – *Select highlighted option*

▲ button – *Cancel operation and return to previous menu*

START button – *Skip movie*

In-Game Controls

left analog stick – *Steer machine*

left and right directional buttons – *Steer machine*

× button – *Accelerate*

■ button – *Brake/Reverse*

● button – *Jump*

L2 button – *Powerslide*

R2 button – *Fire/Horn*

START button – *Pause game and display Pause menu*

SAVING AND LOADING

The MICRO MACHINES game automatically saves your game progress, provided you have a memory card (8MB) (for PlayStation®2) with at least 70 KB of free space in MEMORY CARD slot 1. During a game — for example, after you get a high score — you are prompted to save your game progress. Press the ✖ button to save, or press the ▲ button to cancel.

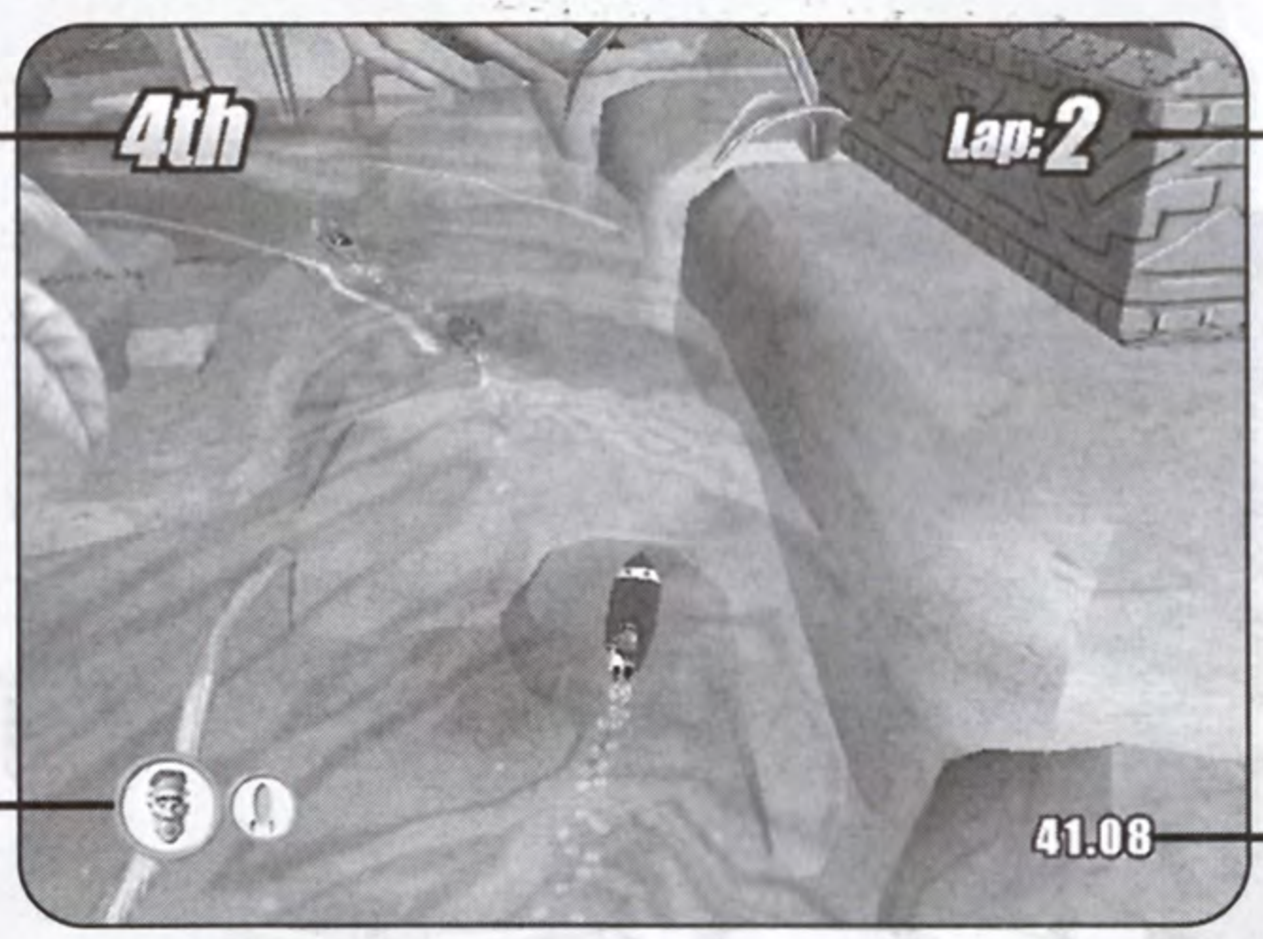
If you have a memory card (8MB) (for PlayStation®2) with previously saved game data on it in MEMORY CARD slot 1, the MICRO MACHINES game automatically loads that game data when you start the game. It is not possible to load previously saved game data beyond this point.

WELCOME TO MICRO MACHINES™

They're cool, they're fast, they're MICRO MACHINES! Toy cars, motorcycles, boats and more compete on a variety of racetracks in an oversized world where anything (and everything!) can happen. Players choose the character they want to play in single-player or multiplayer games and head out for outrageous racing action. Each track features unique terrain with ramps, tunnels, obstacles and hazards. Hidden weapons and power-ups let drivers use rockets, time warps, mines, giant frying pans and fireballs against each other to take the lead. Race in Time Trials, single Races, Championships or in thrilling Bomb Tag, where drivers try to pass a ticking bomb to each other before it goes off. We've scaled down the cars and scaled up the FUN!

GAME SCREEN

The MICRO MACHINES game screen displays several useful gauges, including vehicle position, current lap, time/time remaining (Micro GP mode only)*, and available weapon or power-up.*



MAIN MENU

Choose from the following race modes, or select Options to change game settings (see below, "Options"):

Micro GP (1 or 2 players)

Exciting checkpoint racing on variable-terrain tracks. Race against the clock, completing multiple stages in order to reach the finish line. Collect stars to unlock Bonus features (see page 8).

Race (1 player)

The idea is simple: The first to cross the finish line wins! Championship and Quick Start options available (see page 9).

Bomb Tag (1 or 2 players)

Bomb Tag is a blast! At the start of the race, one randomly selected competitor has his or her machine turned into a drivable time bomb — the goal of the game is to get rid of the bomb before it explodes (see page 10).

MICRO MACHINES (1 to 4 players)

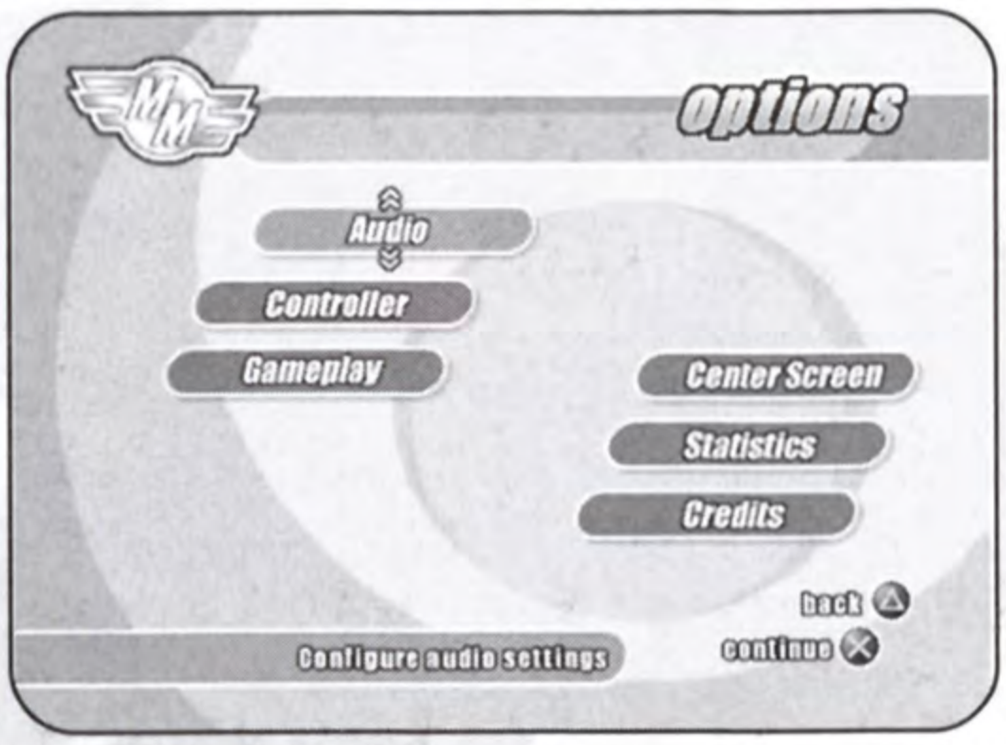
If you're up for a challenge, try MICRO MACHINES mode. The object is to earn points by getting far enough ahead of the other players to push them off the screen. Fill up your points bar to win each race. Tournament option available (see page 11).

Training (1 player)

Go to Training mode first if you are new to MICRO MACHINES or if you just want to try out the different track surfaces and vehicles (see page 11).

OPTIONS

Select Options from the Main Menu to adjust the following game settings:



Audio

Adjust the volume of in-game sounds, music and effects.

Controller

Configure controllers. Choose from two pre-set button configurations and toggle vibration ON/OFF.

Gameplay

Character Attributes

Turn character attributes ON/OFF. (Use this feature to balance gameplay between experienced MICRO MACHINES players and novice players. When character attributes is activated, certain characters become easier to use than others.)

Use Character	For Player Skill Level
Magenta	Novice
Grizzly Beard	Novice
Elmo	Fair
Callaghan	Fair
Aunt Betty	Tough
Miami Mike	Tough
Frank N Stein	Expert
Danger Ranger	Expert

Difficulty

Set COM (computer opponent) difficulty level to Easy, Medium or Hard.

Weapons

Toggle MICRO MACHINES weapons ON/OFF. (See "Weapons and Power-Ups" on pages 16-17.)

Bonus Features

Enable and disable unlocked Bonus features. (Unlock Bonus features by collecting stars in Micro GP mode or by winning the Platinum Cup in Championship play.)

Center Screen

Center the game screen.

Statistics

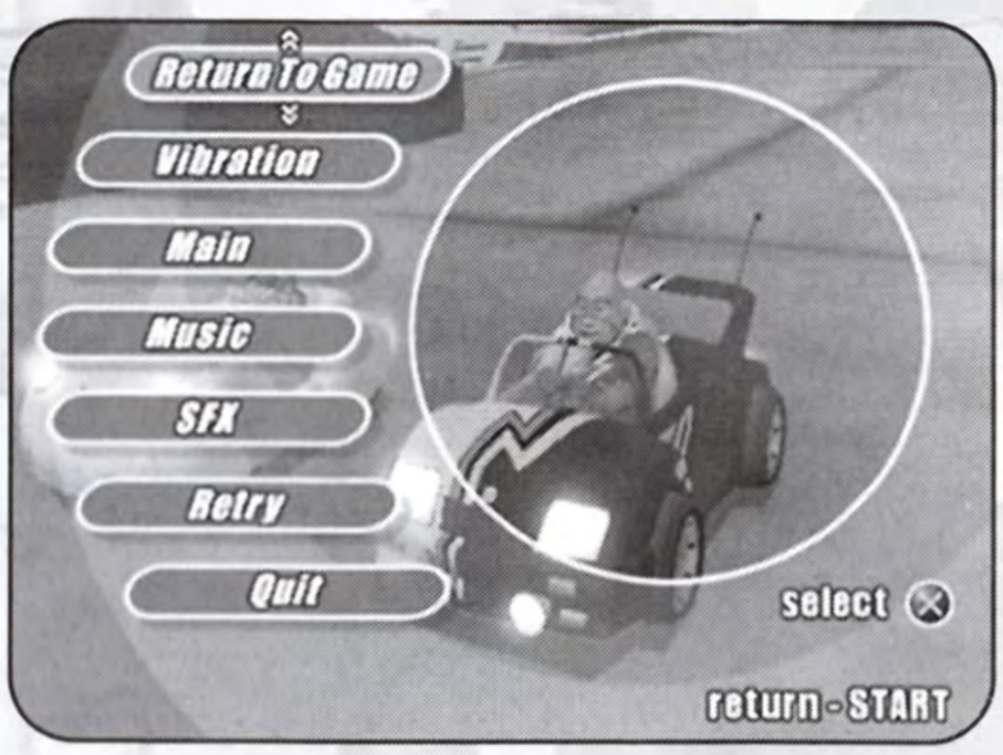
View the three fastest race times or individual lap times, by track.

Credits

Display the names of the people who helped bring you MICRO MACHINES.

PAUSE MENU

At any point during a race, press the START button to display the Pause Menu. Choose from the following options:



Return to Game

Resume playing MICRO MACHINES.

Vibration

Toggle controller vibration ON/OFF.

Main Volume

Adjust in-game sound volume.

Music

Adjust music volume.

SFX Volume

Set sound effects volume.

Retire (Championship play only)

Forfeit the current stage and continue to the next one.

Retry (all other game modes)

Restart the current race.

Quit

Quit the current race and return to the Main Menu.

STARTING A RACE

Quick Start

With the Quick Start feature, you can jump right into the driver's seat and start racing. Just follow these steps:

***Step 1**: At the Main Menu, select Race mode.*

***Step 2**: Choose the Quick Start option — your driver, COM opponents and track are selected automatically.*

***Step 3**: Begin racing!*

Full Race

To start a full race, follow these steps:

***Step 1**: Choose a Game Mode*
At the Main Menu, select Micro GP, Race, Bomb Tag or MICRO MACHINES mode.

***Step 2**: Pick the Number of Human and COM Players*
First, pick one to four human competitors (optional, depending on the game mode). Next, select how many COM opponents you want to race against.

***Step 3**: Select Drivers*
***Human Players**: Select a driver. If playing a multiplayer game, other competitors also select drivers (each player must use a separate DUALSHOCK®2 analog controller).*

***COM Players**: The game can autoselect COM drivers for you. Or, if you prefer to individually pick COM opponents, choose the Autoselect "No" option.*

***Step 4**: Select a Cup League*
(Championship play only)
In Championship mode, choose a Trophy level — Bronze, Silver, Gold or Platinum.

***Step 5**: Select a Course*
Choose from available tracks, then... put the pedal to the metal!

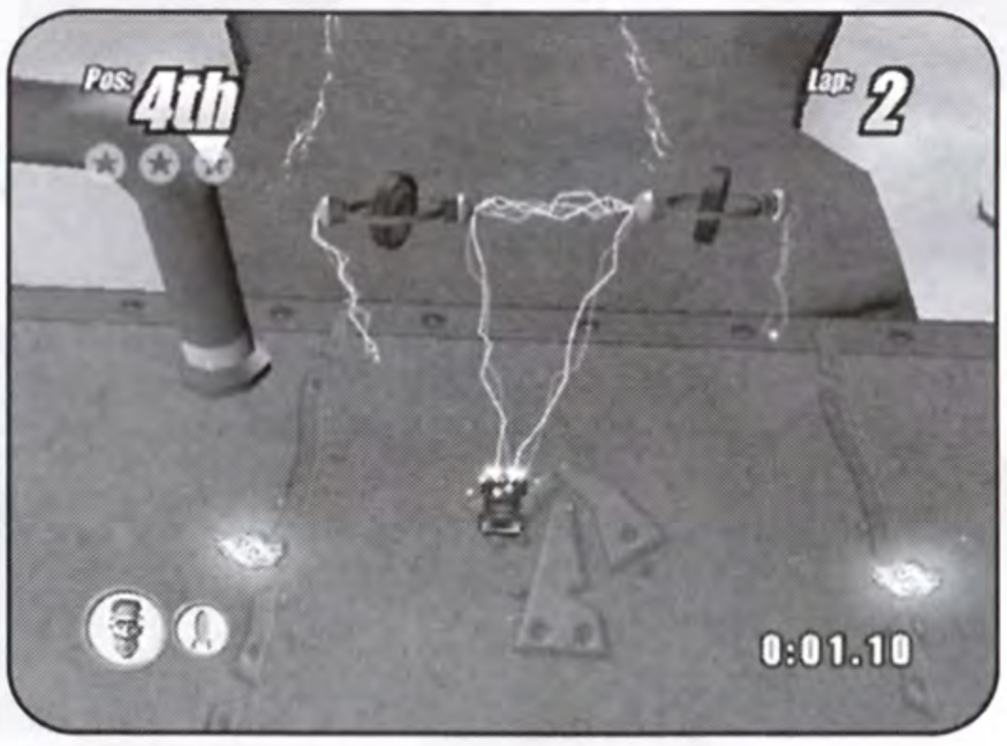
***Note**: At the Select Course screen, the stars below each track signify track difficulty. One star indicates the easiest level; four stars indicate the most difficult.*

Difficulty Stars

***Note**: Depending on the game mode chosen in Step 1, you may have an additional racing option. Some game modes have Time Trial, Single Race and Championship choices.*

MICRO GP MODE (1 OR 2 PLAYERS)

In Micro GP mode, pass through timed checkpoints to continue racing toward the finish line — try to get there first! Vehicles switch "on-the-fly" to handle changing track conditions. Collect hidden stars while you race to unlock Bonus features.



Time Trial

To begin, select your driver and a course, then race solo against the clock. Choose the race type, Three-Lap Challenge or Practice, before you start.

Single Race

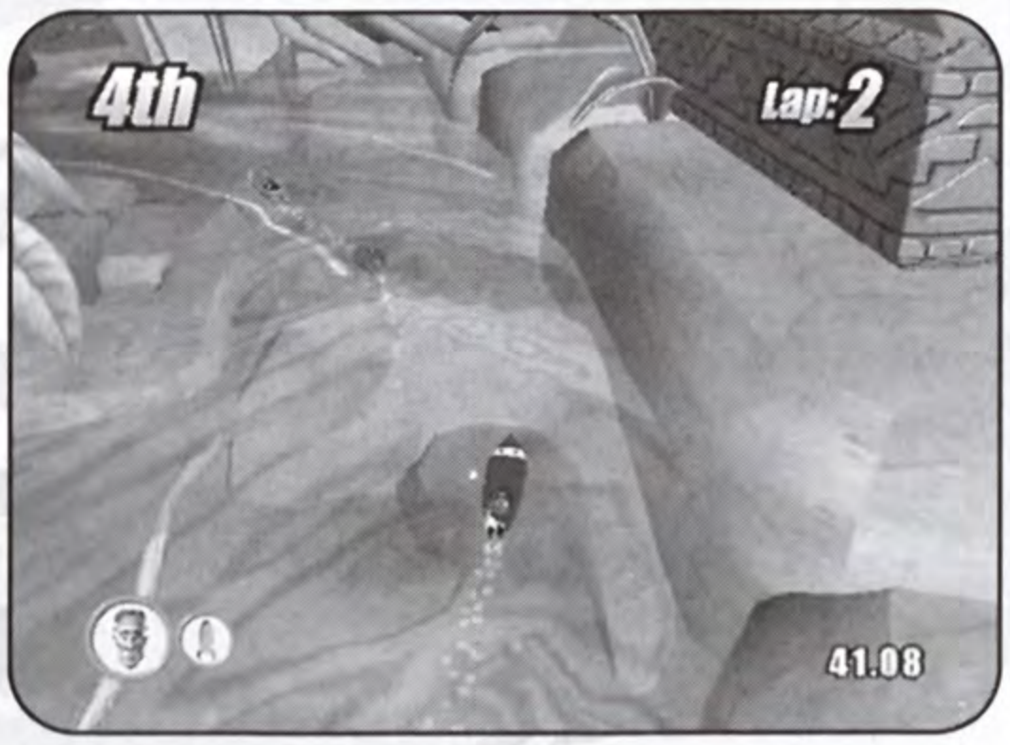
Compete against up to three opponents. To begin, select players, drivers and a course.

***Note**: For two-player Micro GP, the game screen splits into separate player views.*

Micro GP Tracks

Track	Terrain	Machines
Beachside GP	Tropical Beach	Aquatic/Off-Road
911: Emergency GP	City Crime Scene	Sports Car/Motorbike
This Ol' House GP	Toy-Filled Attic	Off-Road/Sports Car
Toytown Sci-Fi GP	Spacestation	Standard Car/Motorbike
Jungle Jamboree GP	Aztec Temple	Aquatic/Off-Road
Hoedown GP	Barnyard	Motorbike/Sports Car
Perilous Places GP	Bomb Factory	Off-Road/Sports Car
Graveyard GP	Spooky Burial Ground	Sports Car/Aquatic

RACE MODE (1 PLAYER)



The idea is simple: First to cross the finish line wins!

Quick Start

Jump right into the driver's seat! Your COM opponents, driver and course are selected randomly.

Championship

Become the champion of champions! Race against three COM opponents in a four-race trophy event. To begin, select drivers and trophy (Bronze Cup, Silver Cup, Gold Cup or Platinum Cup), then take your position on the starting grid alongside your rivals.

Scoring

Your score is decided by your position after each three-lap race. After all four races are completed, the driver with the most points wins the cup.

Trophies

BRONZE CUP

Track	Terrain	Machine
Crime Scene Capers	City Sidewalks	Standard Car
Lofty Ambitions	Toy-Filled Attic	Standard Car
Rivers of Babylon	Aztec Temple	Aquatic Vehicle
BBQ Bonanza	Barnyard	Standard Car

SILVER CUP

Track	Terrain	Machine
Def Con One	Nuclear Plant	Standard Car
The Graveyard Shift	Burial Ground	Aquatic Vehicle
Spaced Out	Space Station	Standard Car
Shore Thing	Tropical Beach	Off-Road Vehicle

GOLD CUP

Track	Terrain	Machine
Jungle Fever	Aztec Temple	Off-Road Vehicle
Up In The Eaves	Toy-Filled Attic	Sports Car
Manhole Madness	City Sidewalks	Motorbike
Good Ol' Boys	Barnyard	Off-Road Vehicle

PLATINUM CUP

Track	Terrain	Machine
Meltdown!	Bomb Factory	Sports Car
Cryptic Creepers	Burial Ground	Motorbike
Across the Cosmos	Space Station	Off-Road Vehicle
Pebbles and Picnics	Tropical Beach	Aquatic Vehicle

***Note**: In Race mode, you must win the current trophy before you can advance to the next level.*

Time Trial

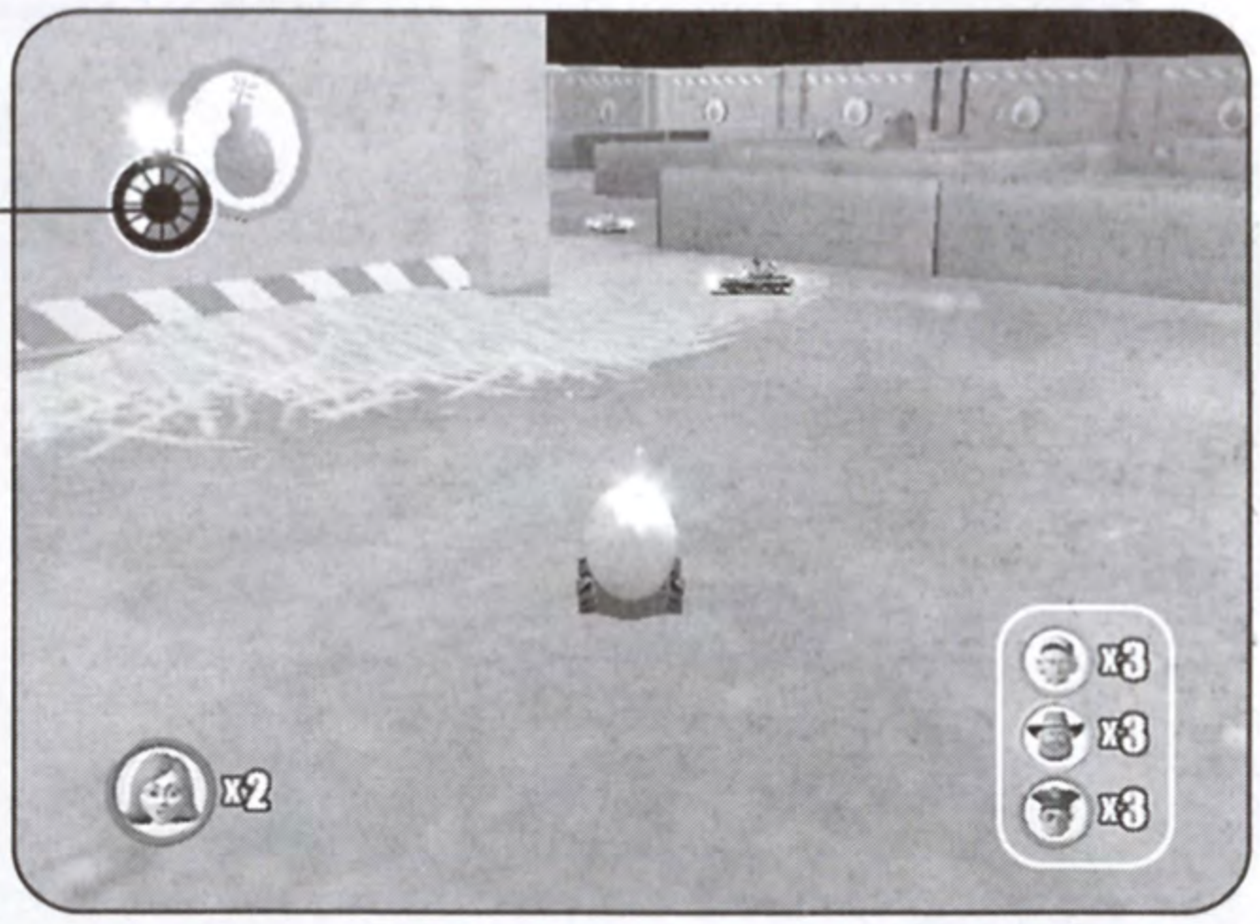
To begin, select your driver and a course, then race solo against the clock. Choose the race type, Three-Lap Challenge or Practice, before you start.

Single Race

Select up to three COM opponents, drivers and a course... then go burn rubber!

BOMB TAG MODE (1 OR 2 PLAYERS)

In Bomb Tag, one randomly selected competitor has his or her machine turned into a drivable time bomb at the start of the race. The idea of the game is to get rid of the bomb before it explodes. "Tagging" another vehicle transfers the bomb, and when the onscreen timer screen reaches zero — kaboom! The bomb explodes, taking the machine and its unlucky driver with it. Each player begins with three lives and loses one each time his or her vehicle detonates. The winner is the last player rolling.

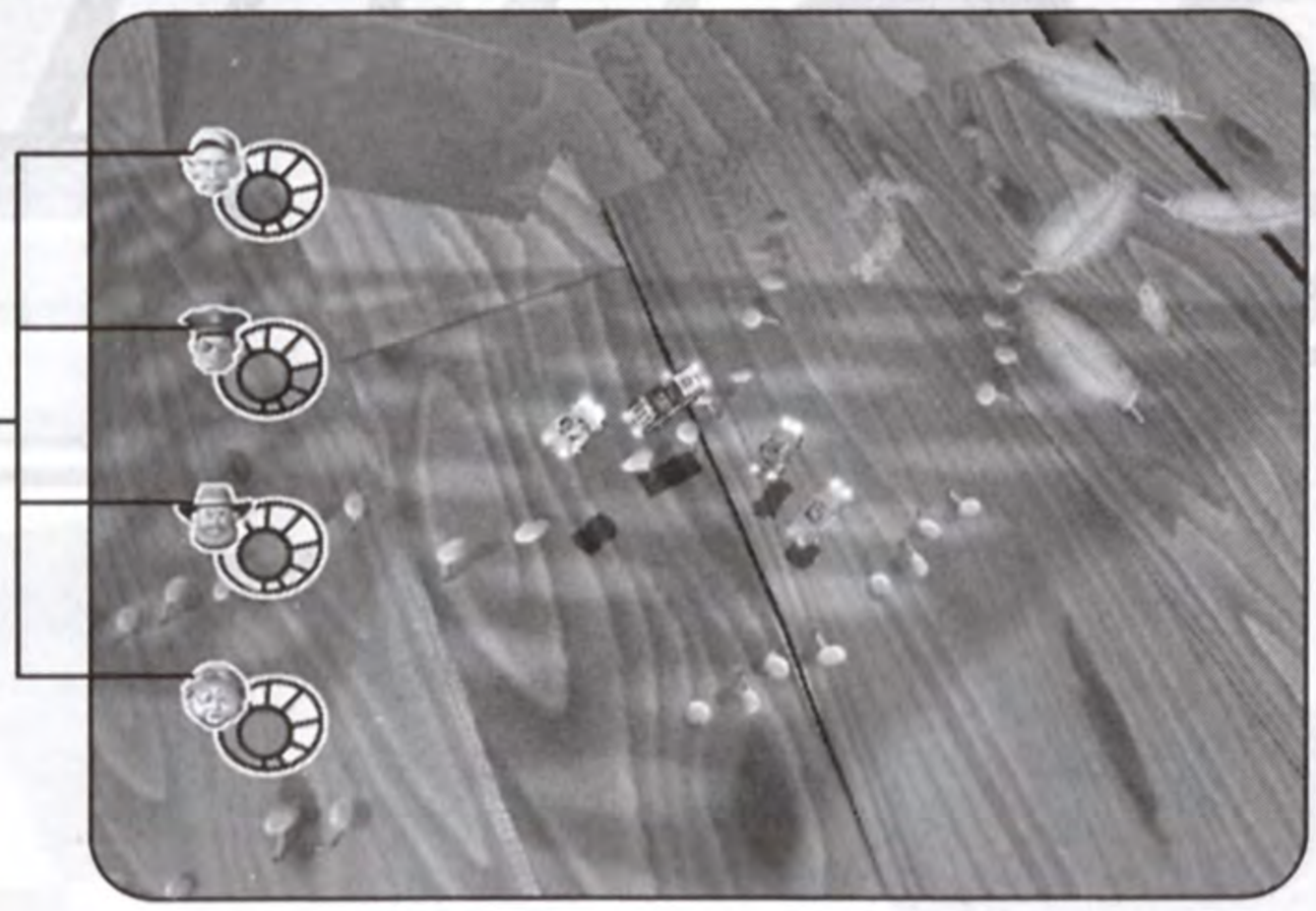


To begin, just select players, drivers and a course.

***Note**: For two-player Bomb Tag, the game screen splits into two separate player views.*

MICRO MACHINES MODE (1 TO 4 PLAYERS)

The object of MICRO MACHINES mode is to score points by getting far enough ahead of all the other players to push them off the screen. Fill up your points bar to win each race.



Scoring Points

Score a point each time you are the only competitor left in the race, or all of the other machines have been pushed off the screen.

Losing Points

Lose a point when all of the other competitors are so far ahead that you disappear off the screen.

Winning a Race

The object of each race is to fill up your points bar before any other player. The first player to score six points wins the race.

Tournament

Compete against up to three opponents in a four-race tournament. To begin, select players, drivers and trophy (Bronze Cup, Silver Cup, Gold Cup or Platinum Cup), then take your position on the starting-grid alongside your rivals. The player with the most points at the end of the tournament takes home the cup.

Single Race

Compete against up to three other drivers in a single race. To begin, select players, drivers and a course.

TRAINING MODE (1 PLAYER)

Training is three laps and helps you master vehicles and tracks. With the basics under your belt, you should have what it takes to race with authority. We recommend you learn what you can while you can — because once you get on the road, you're going to run into tough competition.

***Note**: You can quit Training mode whenever you want, and you don't have to train to be able to play other modes.*

THE CHARACTERS

Magenta

Does she come from another planet? Nobody knows, but the outfit sure is convincing. Set your phasers to "stunning" and buckle in!

Aunt Betty

With the heart of a tiger and a passion for teacakes, Aunt Betty has no fear and is eager to prove it. She is feisty, bold and slightly absent-minded. A true eccentric, but a formidable racer.

Elmo

Too many years away from civilization have taken their toll on this cantankerous fellow. He screams, he shouts, he laughs and he cries — but he should really learn how to hold onto his false teeth. Hillbilly hilarity ensues!

Callaghan

A veteran, boisterous city cop, he has seen it all. So don't even think about trying to bother him or you're going to eat his badge! "Make my day!"

Grizzly Beard

He is an aggressive and hard-bitten safari expert. Fresh from the outback, he shouts commands at anything that will listen to him. He'll also hunt you down just for fun!

Miami Mike

Still stuck in the '80s, his behavior is greasy and his fashion choices embarrassing. Take your hair gel, your fast cars, and that designer stubble and leave, Mike, now!

Frank N Stein

The dumb but endearing Frank is a product of man's mastery over nature... almost. Slow of wit and silent of tongue, this grunting monstrosity has an uncanny knack for piloting just about any kind of machine you can find.

Danger Ranger

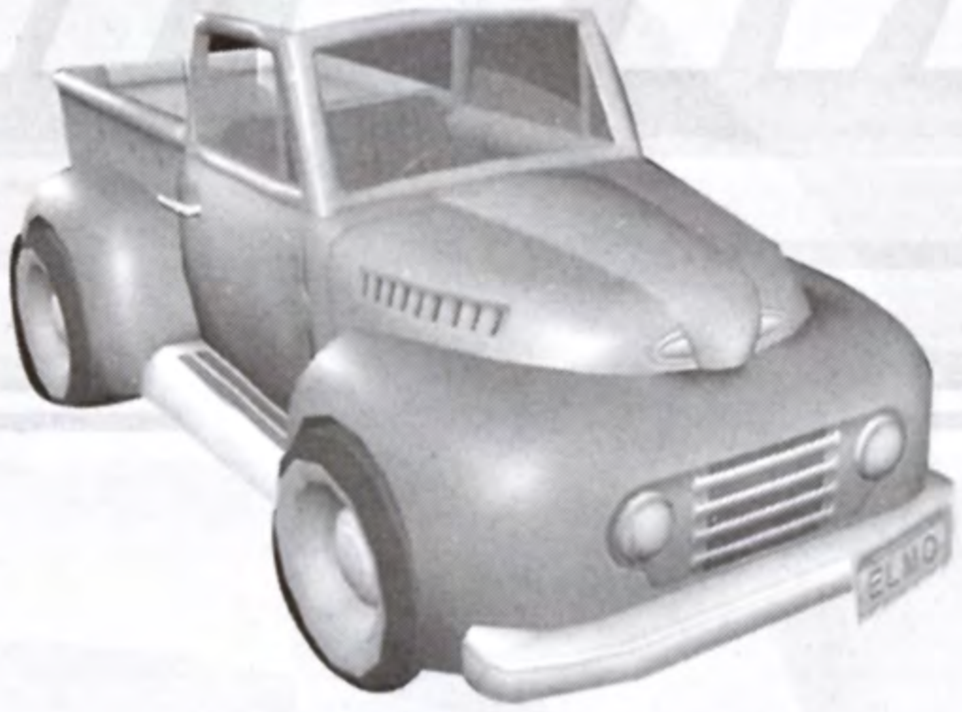
By day he works behind the local deli counter, taking numbers and serving up sandwiches — but don't be fooled! By night he's a hero from outer space, Danger Ranger, champion of humankind and savior of the future... or so he thinks.

THE MACHINES

Every MICRO MACHINES character has his or her own Standard Car, Sports Car, Motorbike, Off-Road Vehicle and Aquatic Vehicle. For any type of terrain you race on, your character automatically uses the right type of machine.

Standard Car

Easiest to drive, the Standard Car has good all-around acceleration, top speed, braking and cornering characteristics.



Aquatic Vehicle

The Aquatic Vehicle accelerates quickly and jumps like a Motorbike. Take turns nice and wide, but be prepared to lose speed along the way.

Off-Road Vehicle

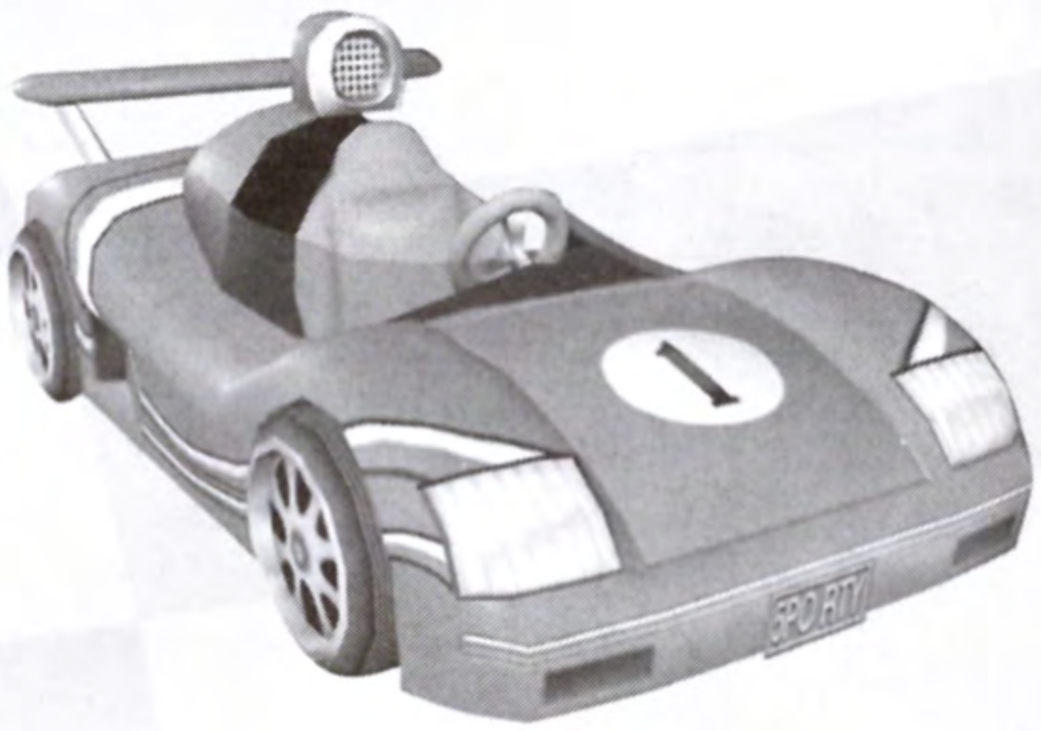
The biggest machine of 'em all. Get ready to drive a real beast! The Off-Road Vehicle takes time to hit top speed, but once it's rolling, there's no stopping it. Take those turns as tight as you like, no problem, and don't worry about losing traction. In this four-wheel-drive beauty, there's no need to brake — it corners so well you'll never have to slow down!

Motorbike

Get your adrenaline racing with the speedy Motorbike. This machine has the fastest acceleration off the line and its top speed is second only to the Sports Car. As for braking, one piece of advice: The Motorbike is a tricky vehicle to control when braking, so think before you... arrrgggh! Too late.

Sports Car

Much quicker than the Standard Car, this vehicle has the highest top speed. Cornering requires precision, however. The Sports Car can lose momentum in the turns if you're not careful. For seasoned drivers only.



***Note**: If you win the Platinum Cup in Championship mode, you unlock bonus machines!*

WEAPONS AND POWER-UPS

To pick up a weapon or power-up, just drive over it (if you are already carrying a weapon, you are not able to pick up another until you deploy your current one). To use a weapon or power-up, press the R2 button.

Note: *Depending on type, weapons are deployed from either the front or the back of the machine.*

Weapons and power-ups surrounded by orange/blue rings are universal — when a player picks one up, everybody gets that weapon or power-up! Universal items are marked in the chart below with an asterisk (*).

Note: *If a player already has a weapon, the existing item is not replaced by a universal weapon or power-up.*

Weapon	Description
Bazooka*	An "Up and Over" style missile, the Bazooka travels in an arc until it collides with either a vehicle or a piece of scenery.
Homing Rocket	This is a front-firing missile that locks on to an opponent's vehicle and attempts to track it down. Some nifty driving is required to avoid one of these!
Fireball	This weapon turns your vehicle into a drivable ball of fire — your opponents had better watch out!
Electro Charge	Using this weapon causes electricity to arc from your vehicle — anyone foolish enough to get too close will find his/her machine pushed out of the way.
Liquid Nitrogen	A cloud of liquid nitrogen is dumped from the back of your vehicle; woe to any player who drives through it — his/her vehicle will freeze solid, making steering rather difficult.
Magnet*	This adds a powerful electromagnet on an extending arm to the front of your vehicle. Activating it causes the arm to extend and grab any vehicle in front of you, flinging it back — be careful with your aim though! **Note**: You can use the Magnet up to three times.
Frying Pan*	Would you like an enormous frying pan attached to your car so you can go through the level destroying any opponent who stands in your way? If you like the sound of this, then pick up this weapon! **Note**: You can use the Frying Pan up to three times.

Weapon	Description
Suspended Animation	This weapon is available in Micro GP mode only. Activating it causes time to freeze for several seconds — everything except your vehicle will be frozen. This should give you a chance to make up some valuable seconds!
Boxing Glove*	Pick up this weapon to attach a boxing glove on a spring to the front of your vehicle. Press the R2 button to make the boxing glove shoot out in front of your vehicle, scattering any other vehicles that get in the way. **Note**: You can use the Boxing Glove up to three times.
Flamethrower	Pick up this weapon to attach a flamethrower to the back of your vehicle. Activating it causes a stream of flame to shoot out, affecting anyone unlucky enough to be stuck behind you.
Rear Mine Drop	This arms you with a mine which, when dropped, will sit on the track until some unfortunate driver crashes into it.... then kaboom!
Power-Up	**Description**
Turbo*	Gives your vehicle a brief, temporary speed increase.
Invincibility	Renders the holder's vehicle temporarily resistant to damage or attack.

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TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our ***FAQ*** *(Frequently Asked Questions) documents, our* ***Hints/Cheat Codes*** *if they're available, and an* ***E-Mail*** *area where you can get help and ask questions if you do not find your answers within the* ***FAQ****.*

Note*: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.*

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive ***Tech Support*** *at* ***(425) 951-7108****. Our* ***Interactive Voice Response*** *and* ***Faxback*** *system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.*

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's ***Part #*** *when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's* ***Part #*** *is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such as* ***04-12345****. When prompted by the Automated System, enter the* ***last five digits*** *of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)* ***Note****: Some products simply feature a five-digit Part # without an "04-" prefix.*

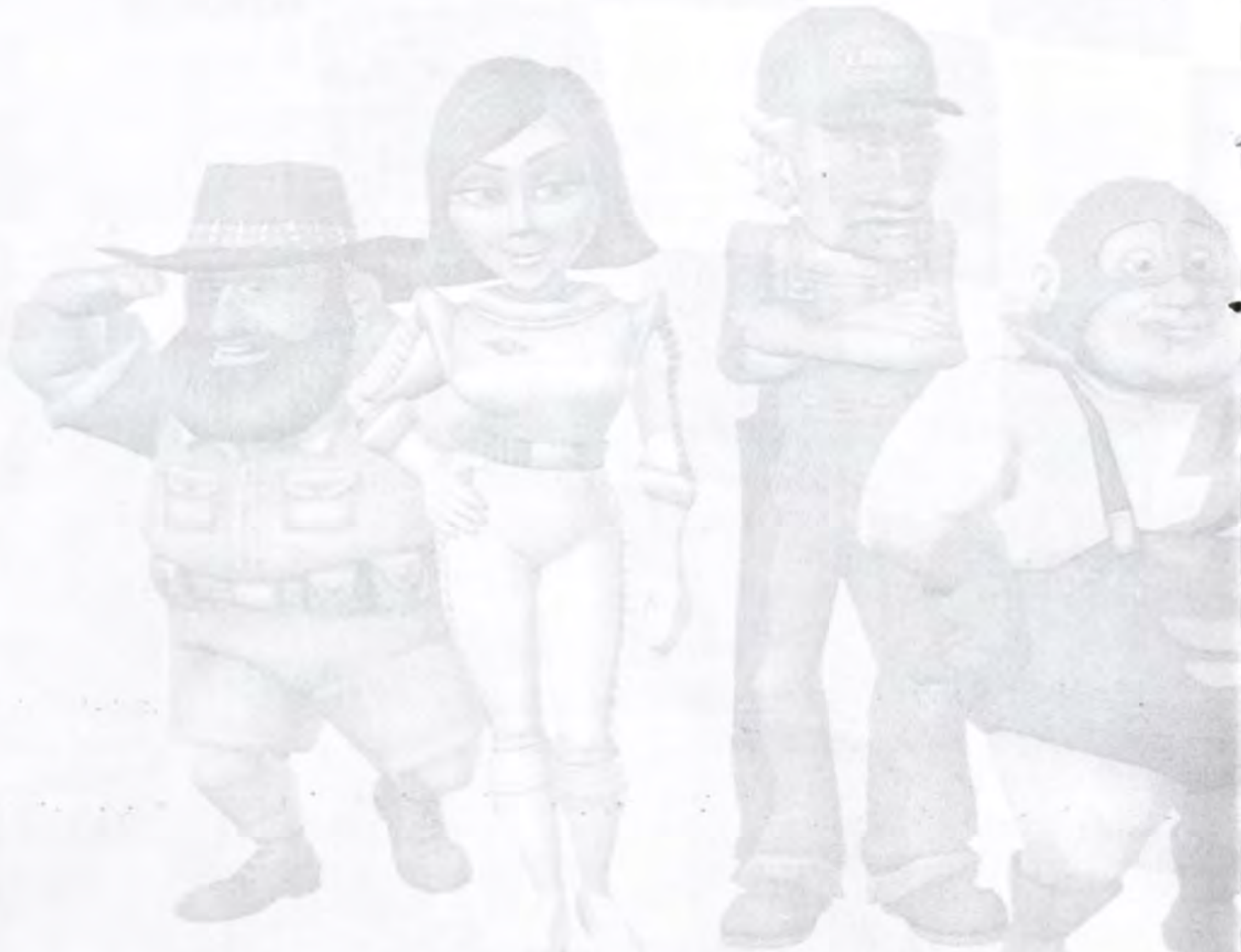
Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). ***Note****: We may be closed on major holidays.*

You may also fax in your Technical Support questions or problems to: ***(425) 806-0480****, or write to the address below.*

Product Return Procedures in the United States & Canada

In the event our technicians at ***(425) 951-7108*** *determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:*

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:



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Notes

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